

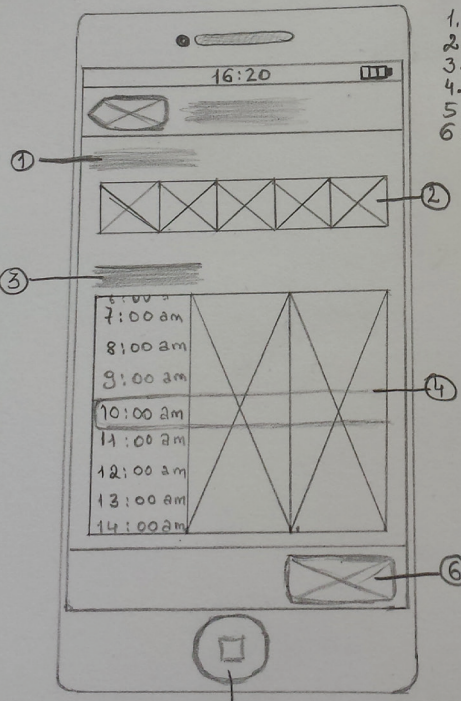
INTERACTION DESIGN 2017

PROTOTYPING

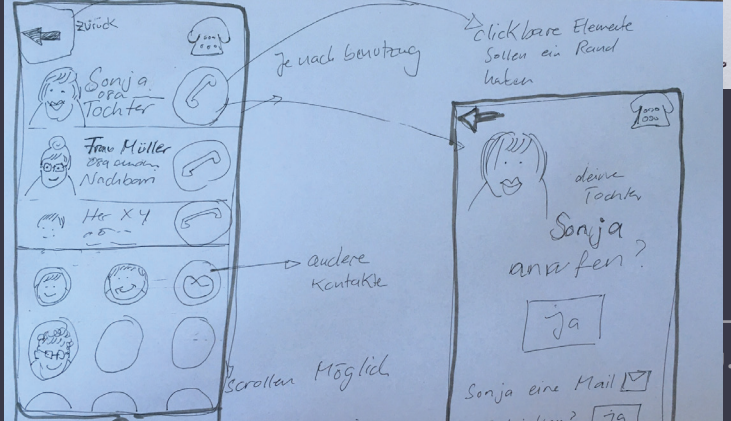
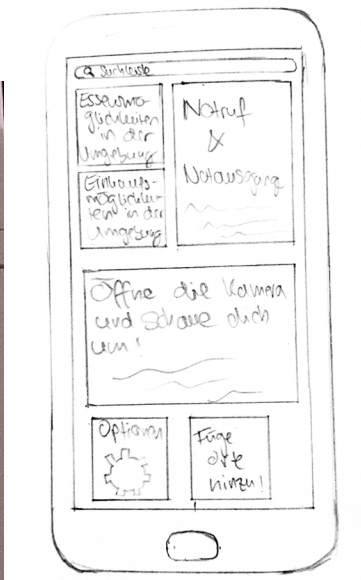
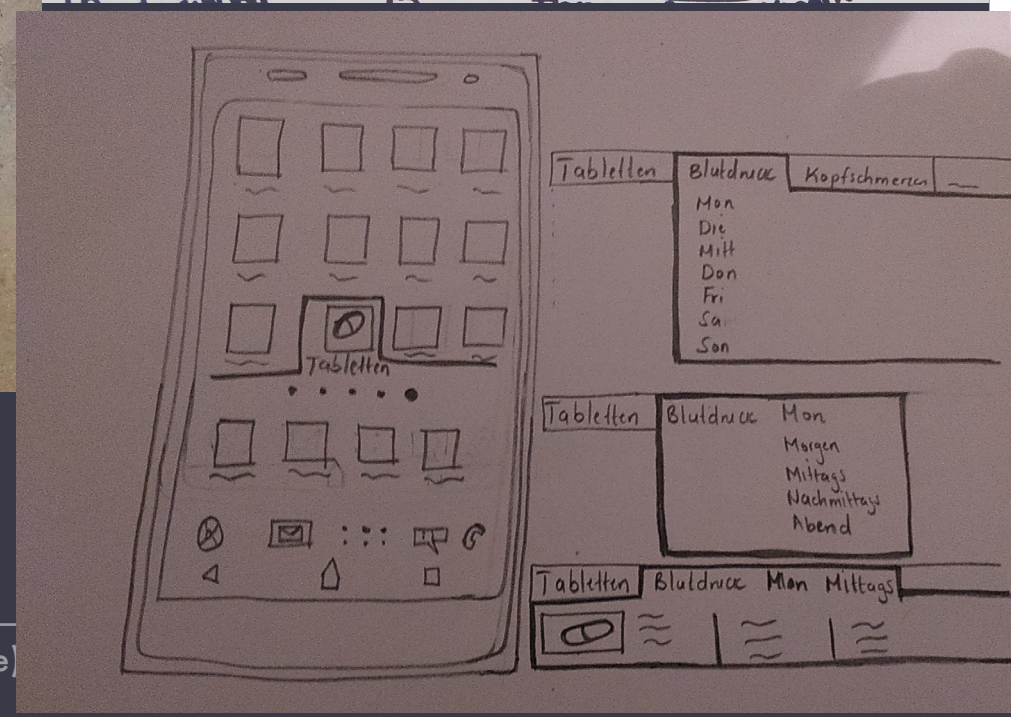
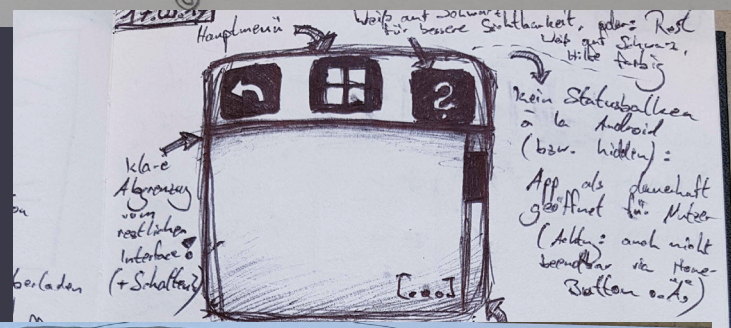
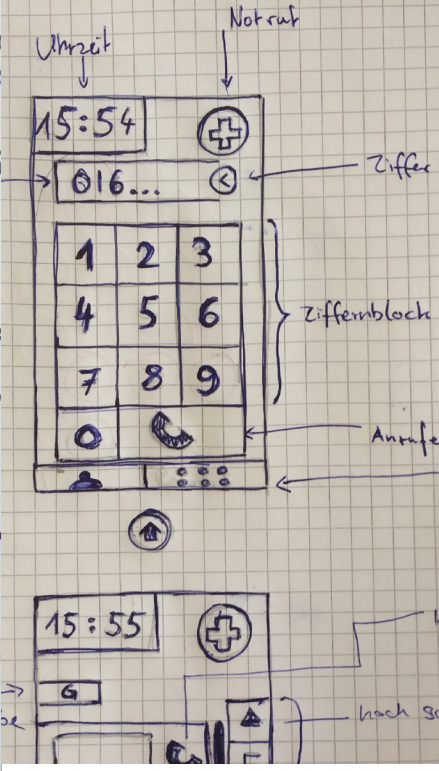
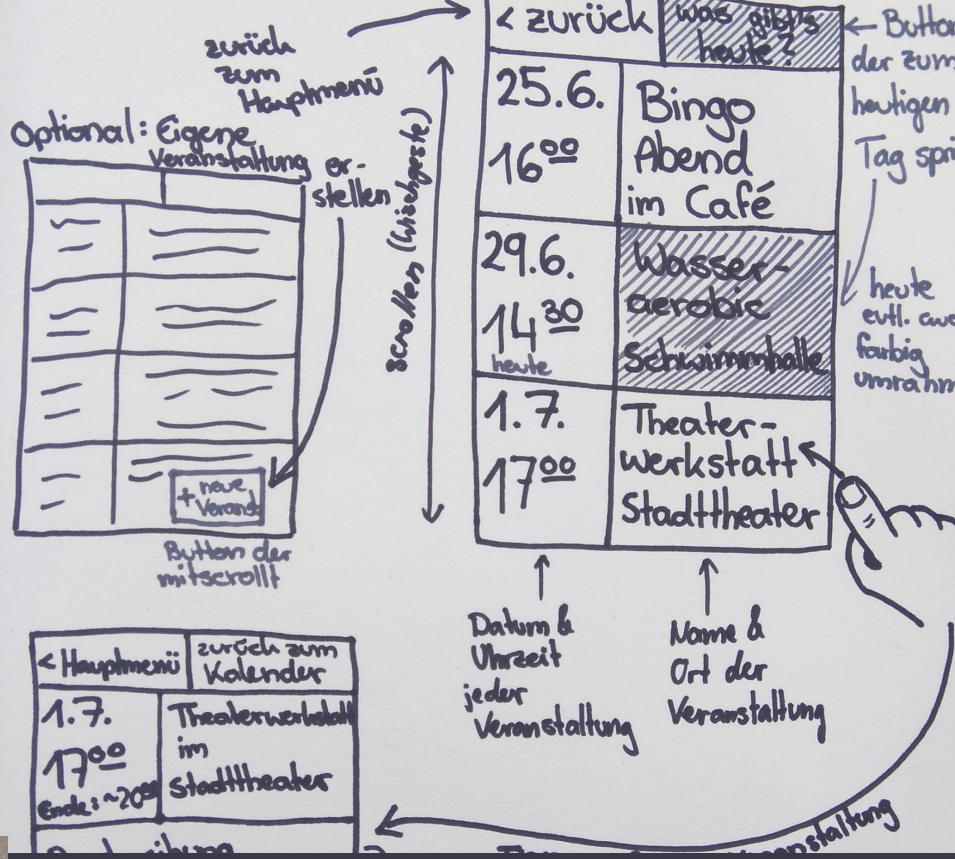
GETTING STARTED

Goals of Today:

1. View wireframes
2. Get to know prototyping techniques
3. Start with paper prototyping

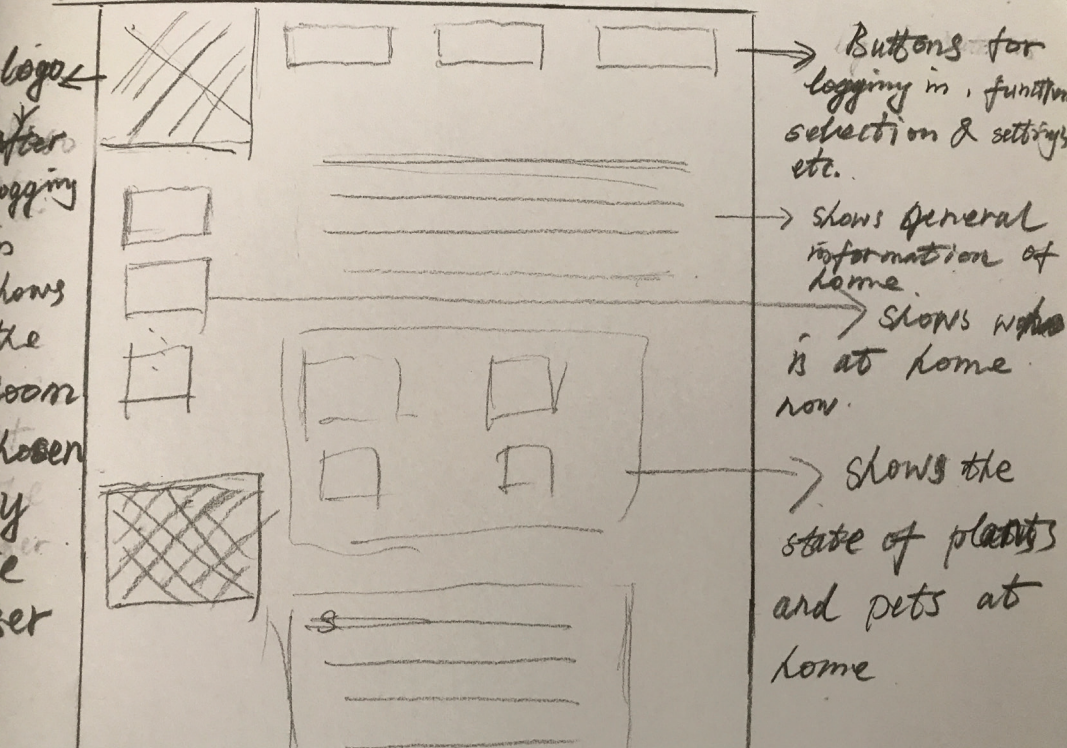
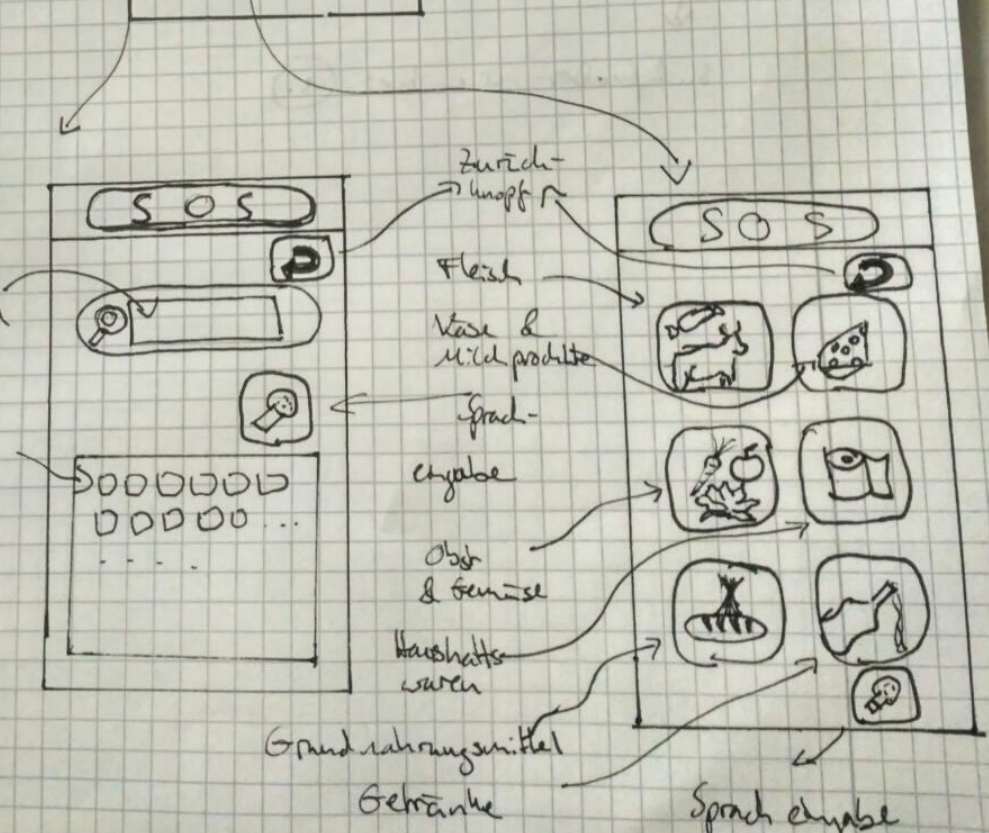
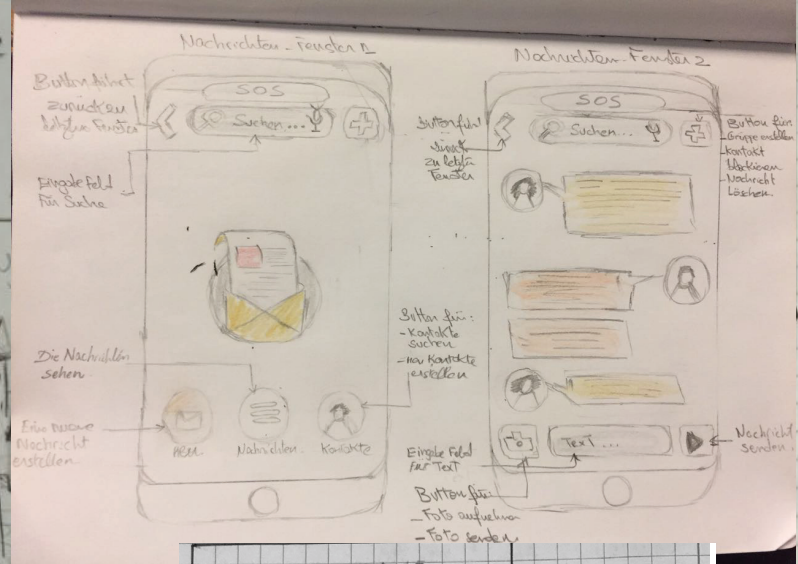


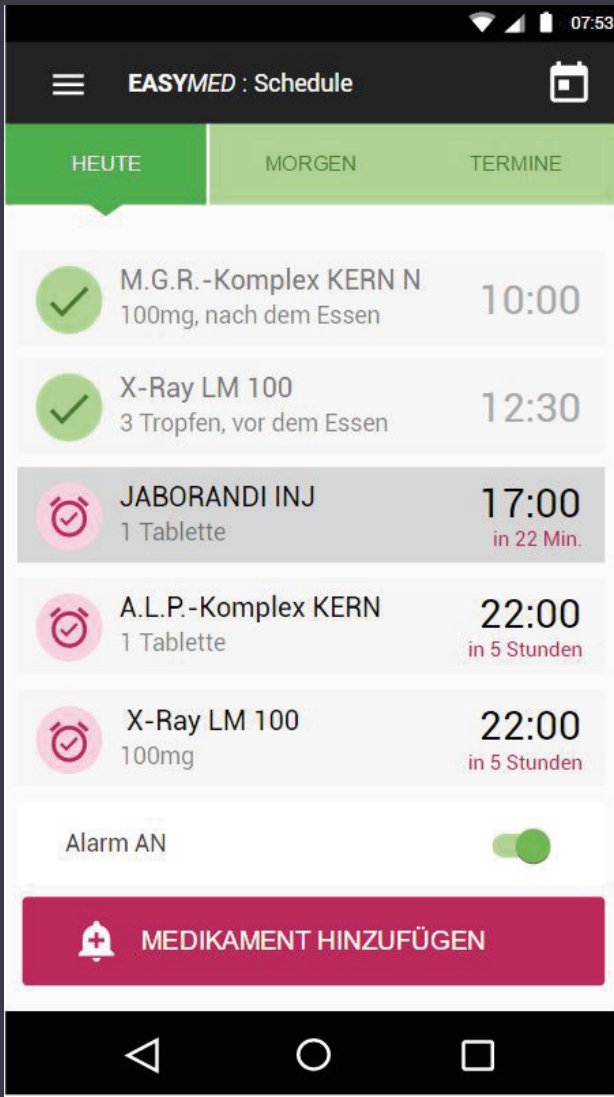
1. Number of takings per day
2. 1, 2, 3, 4, 5
3. Time of takings (title)
4. Time
5. Menu
- 6: Next/Continue



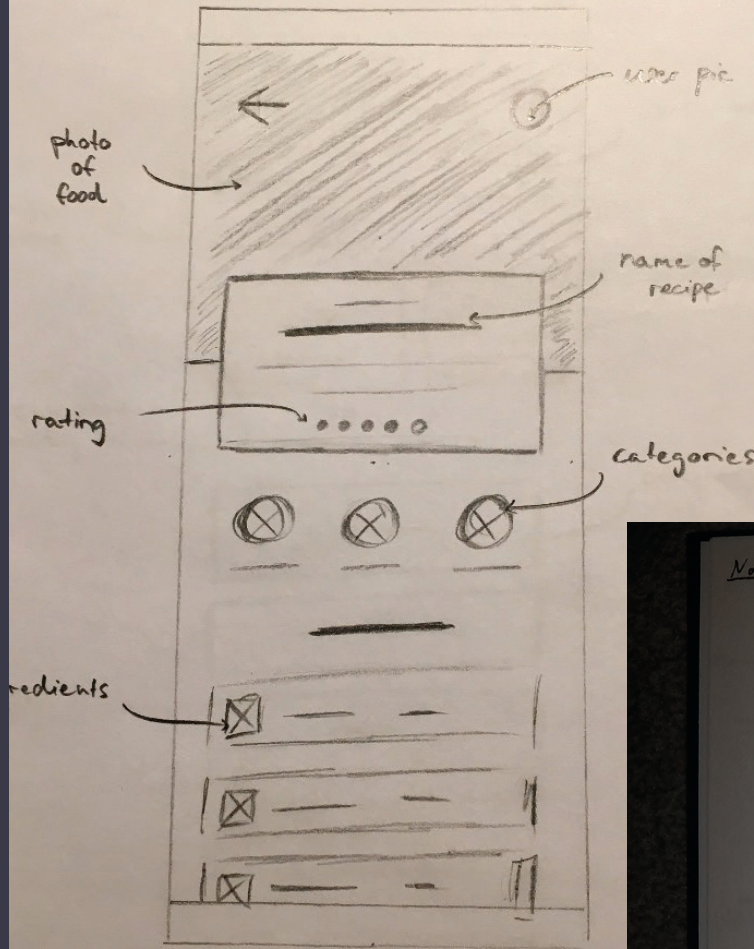
home is My Castle

frames-

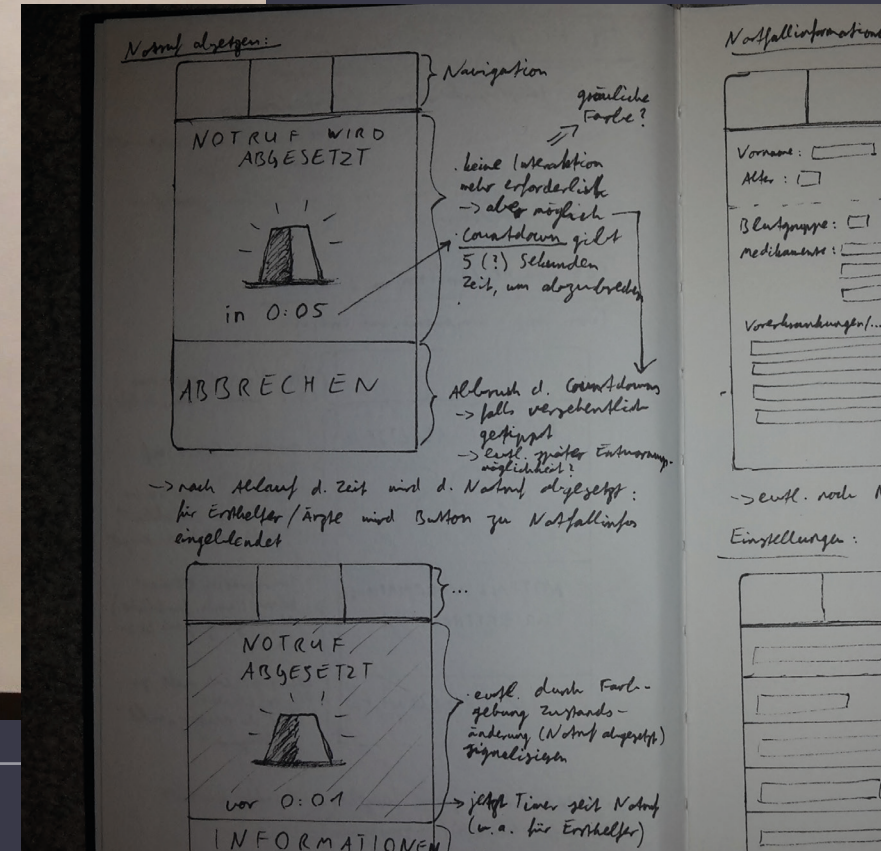


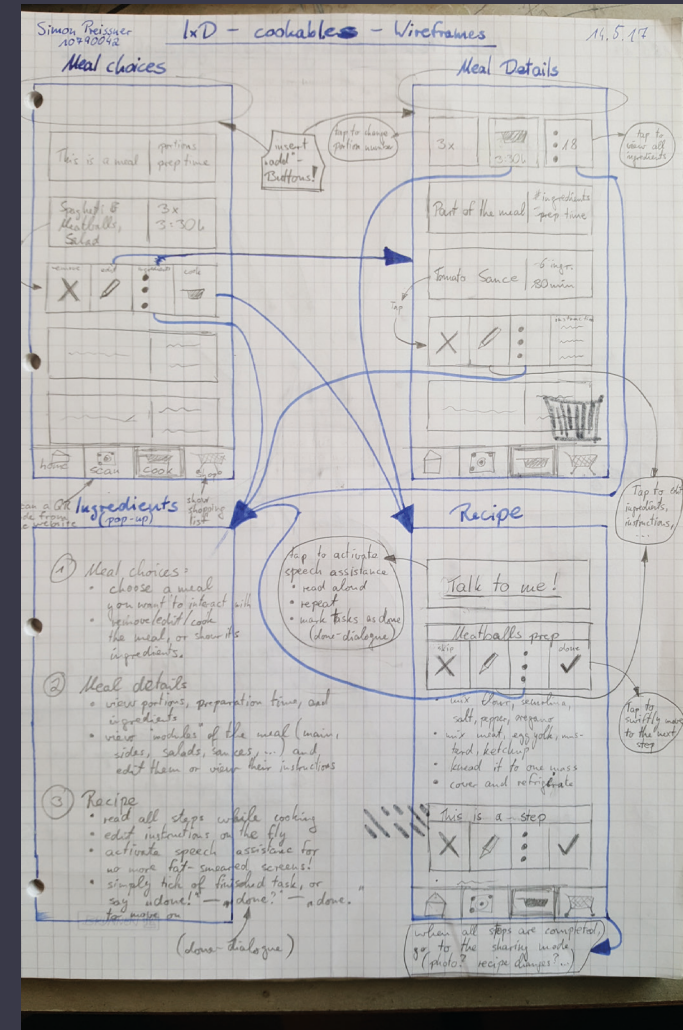
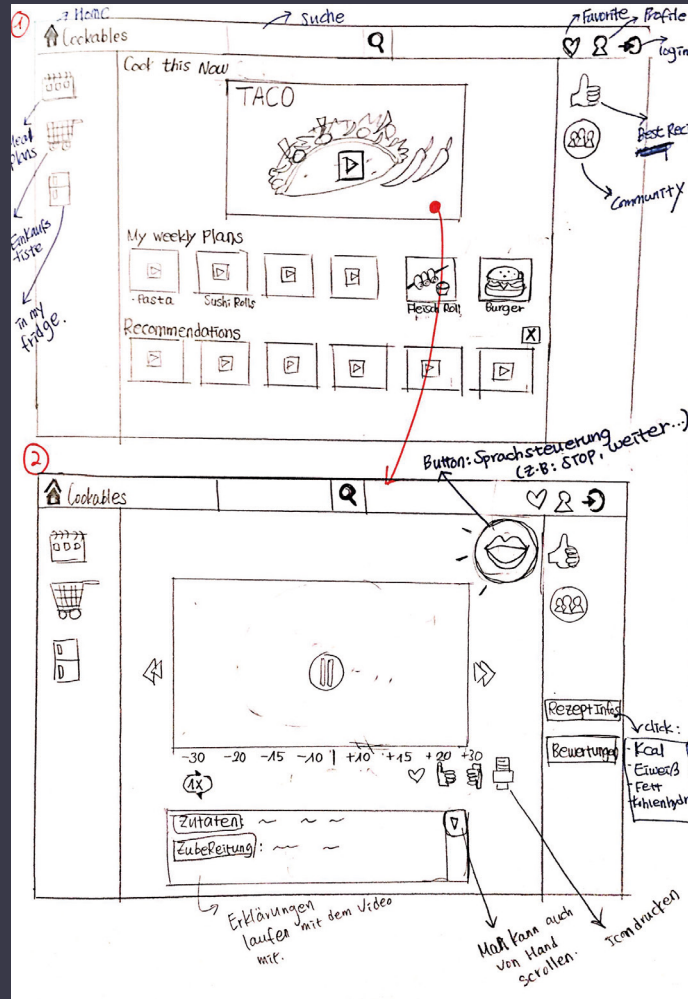
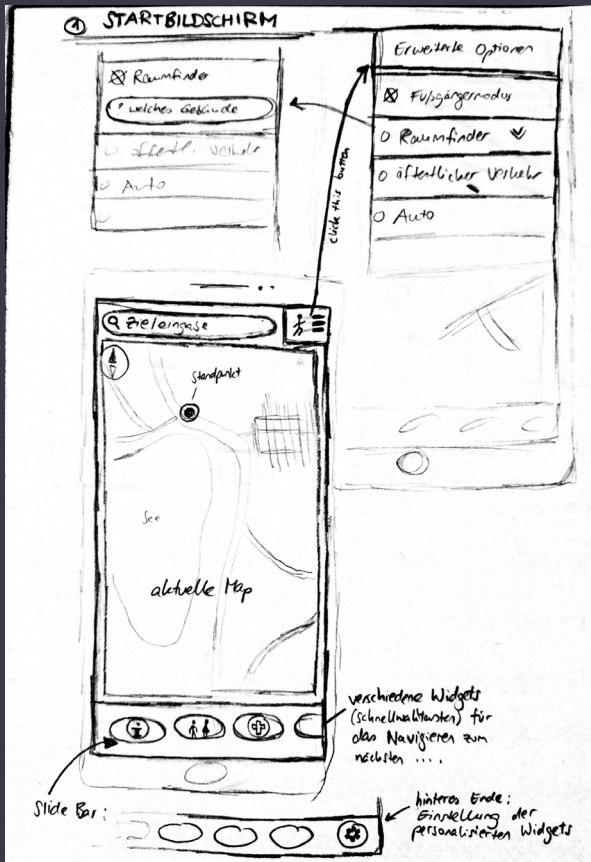


① WIREFRAMING

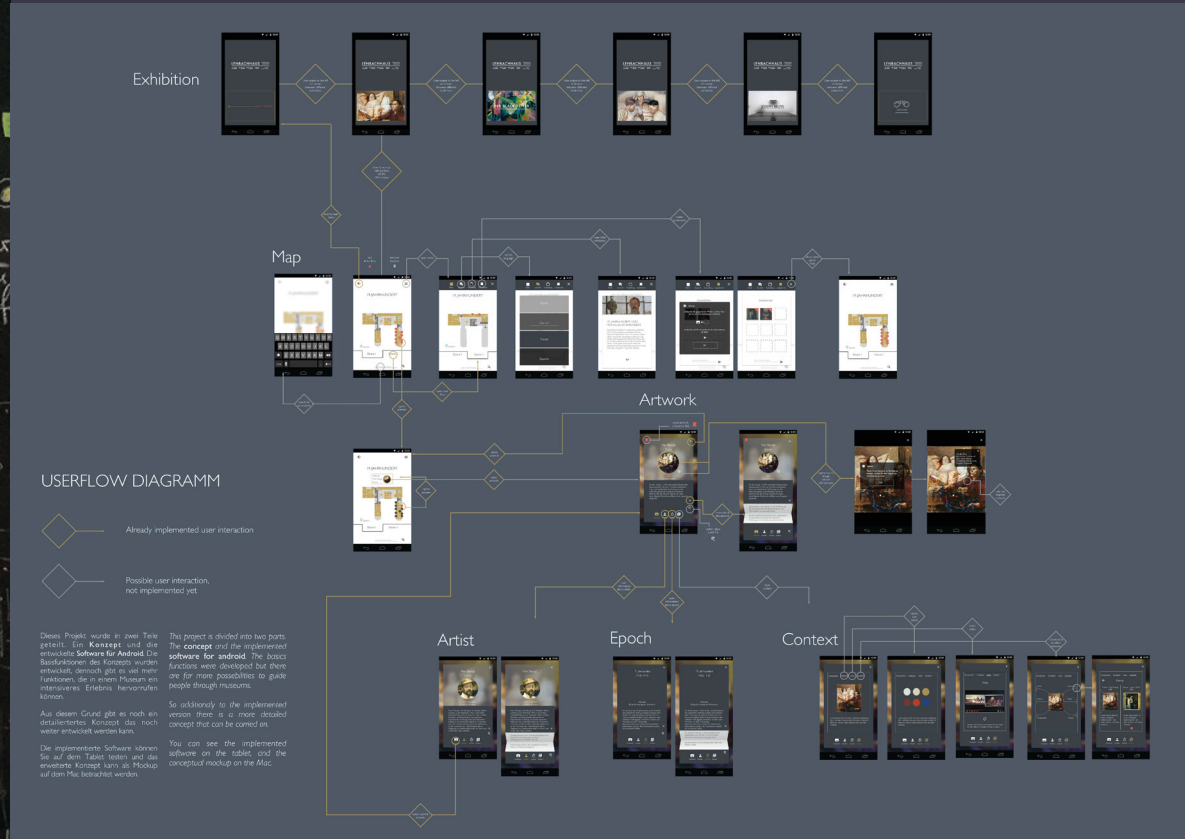
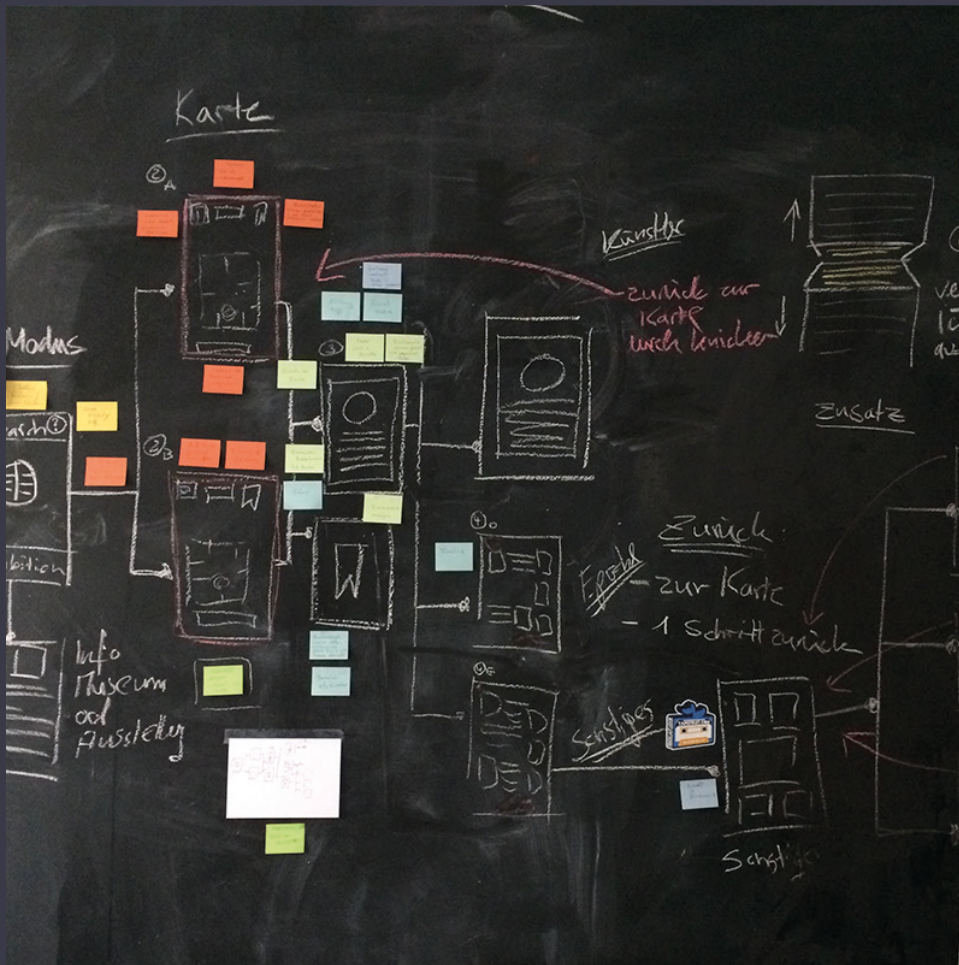


EXAMPLE OF RECIPE



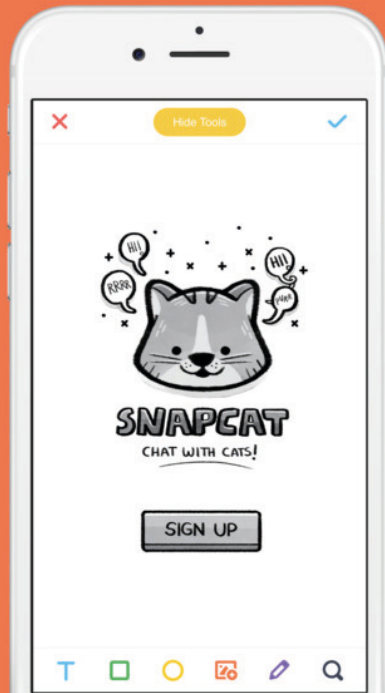


Scanned by CamScanner

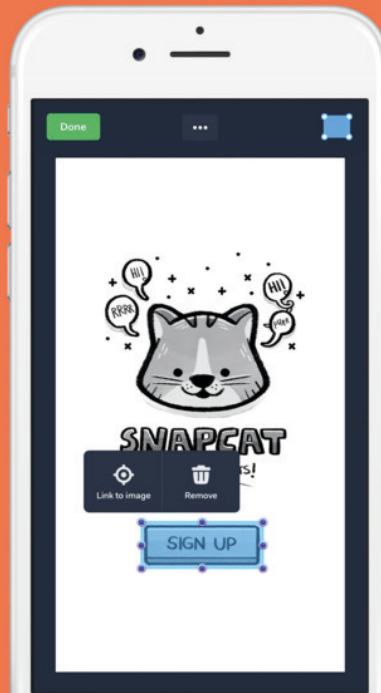


PAPER PROTOTYPING – POP

Take photos of your sketches or design in the app



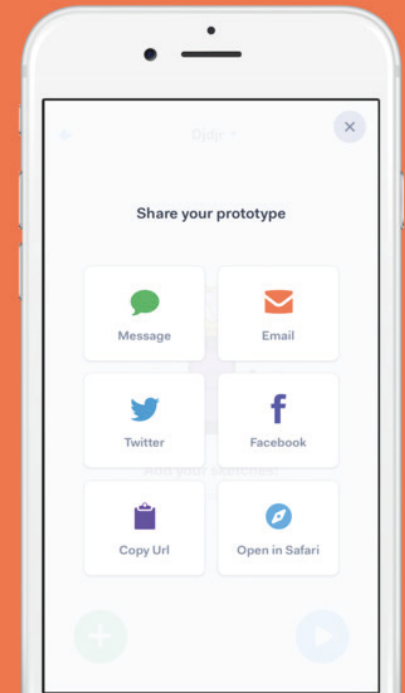
Link your screens together using hotspots



Play with your app idea or test it out on friends



Or share with others by using Facebook, Twitter, Email...

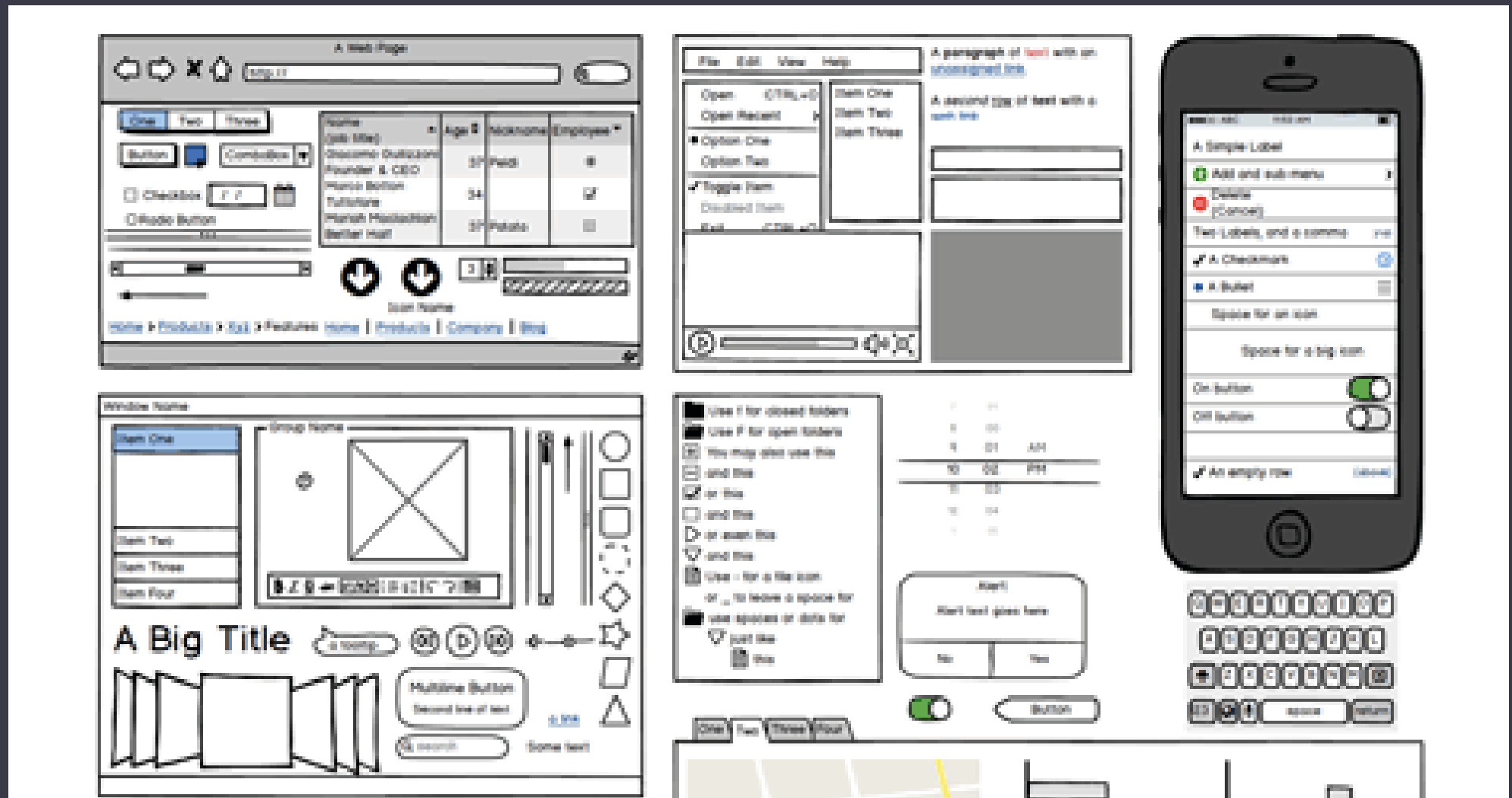


PAPER PROTOTYPING – POP

- choose from a wide range of interface modules
- import your sketched wireframes
- turn sketches into clickable prototypes

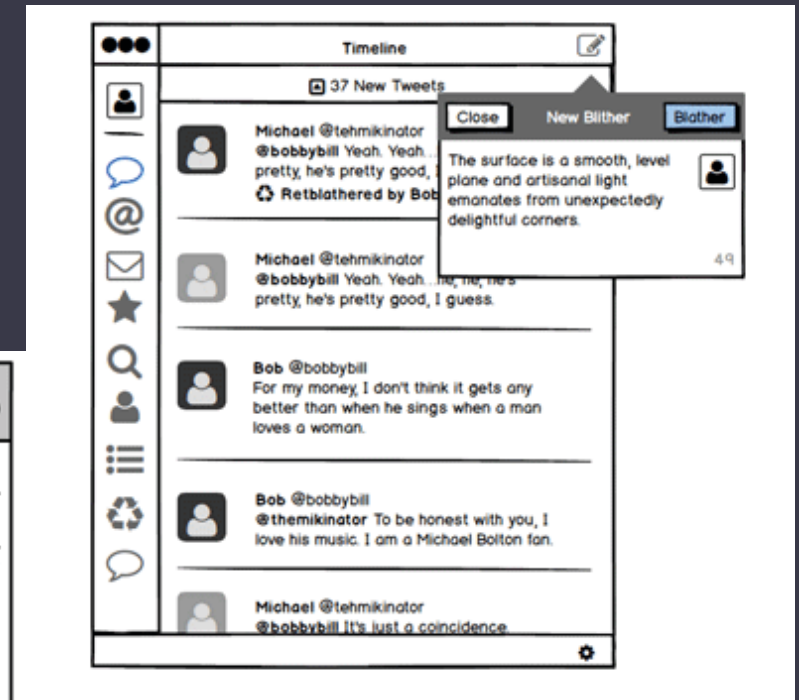
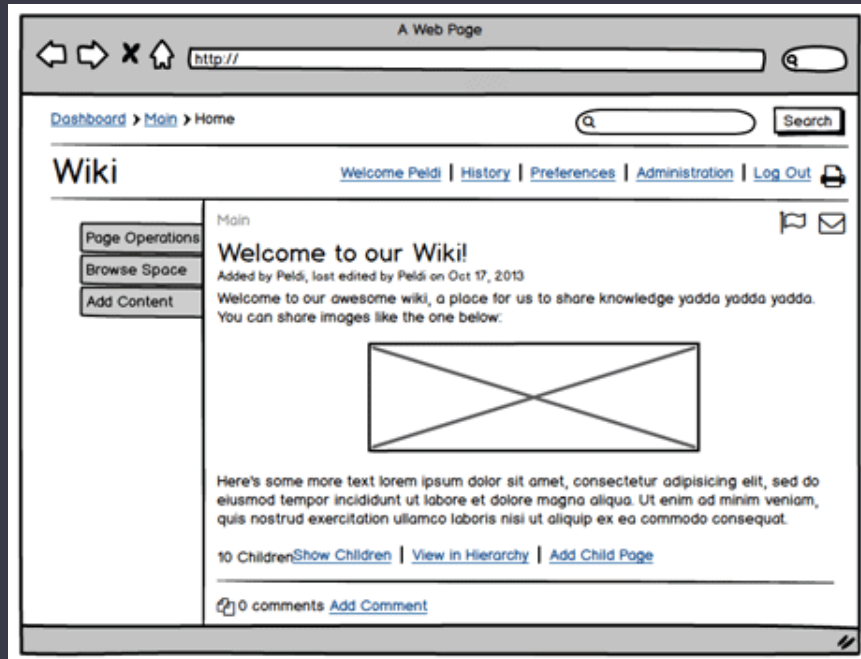


PAPER PROTOTYPING – BALSAMIQ



PAPER PROTOTYPING – BALSAMIQ

- choose from a wide range of interface modules
- create fast low fidelity clickable prototypes



POP VS. BALSAMIQ

POP

- + Use your own sketches
- + Fast and easy prototyping
- Only available on iTunes
- Limited UI elements

BALSAMIQ

- + Create new mockups directly from the "Create New" menu
- + Simply click to edit wireframes
- + Sketch-based wireframes allow designers to focus on functionality
- + 30 days free trial
- Limited functionality
- No options for creating interactive prototypes
- Limited UI elements

MORE TOOLS

Low Fidelity

- POP
- Balsamiq

Average Fidelity

- Sketch
- Proto.io
- Pixate
- axure
- Mockplus

High Fidelity

- InVision
- Marvel
- Justinmind
- Framer
- Adobe XD

MORE TOOLS

Prototyping Tools		Mockplus	Axure	Balsamiq	JustInMind	Sketch	Adobe XD (Preview)	Invision
Productivity	Learning Curve	Very Easy	Complex	Very Easy	Complex	Average	Average	Easy
	Integrated Efficiency	Fast	Average	Fast	Slow	Average	Average	Fast
	Interaction Design	Fast	Average	-	Average	Plug-in Required	Fast	-
	Build Widgets	Fast	Slow	Fast	Average	Slow	Slow	-
	Device Testing	Fast	Slow	-	Average	Plug-in Required	Average	Fast
Fidelity	Visual Fidelity	Average	Average	Low	High	High	High	High
	Interactive Fidelity	Average	High	-	High	High	High	Average
Professional Skill Requirement	Product Experience	Required	Required	Required	Required	-	-	Required
	Visual Design	-	-	-	Required	Required	Required	Required
	Programming Knowledge	-	Basic Knowledge	-	-	Basic Knowledge	-	-
Sharing		Average	Great	Average	Great	-	-	Great

TODO

TASK TODAY:

Find your group, sit together and start paper prototyping the ideas of your application

HOMEWORK:

Finish your paper prototypes with at least one usecase per student (group of 4 = 4 usecases)